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ABSTRACT

The "Crisis" game that is described in this paper is designed to present children with a vocabulary of terms commonly heard when people discuss the energy problem, and to provide an immediate use and reinforcement of those terms in a low-risk game situation. Included in the description are the directions for playing the game, an illustration of the board, "crisis" and "dilemma" card statements, and five vocabulary activities with answer keys. (RL)

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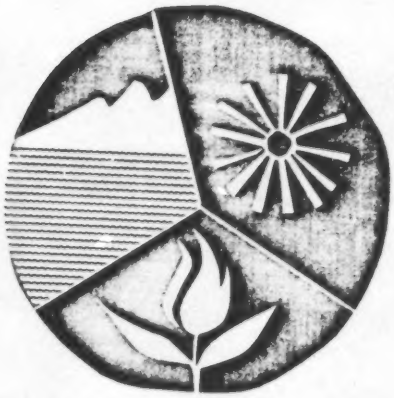
CRISIS



GAME

"PERMISSION TO REPRODUCE THIS MATERIAL HAS BEEN GRANTED BY
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CS005123

Developed by: STEPHEN L. CANIPE

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FUN IN LEARNING - BAH! This statement is becoming the rule. The educational pendulum is swinging again - This time "back-to-the-basics." This swing may be like most other things in our society as the jokester says - "I've got some good news and some bad news."

Reading is part of the good news - all children need to know how to read. The bad news is that there is a motivational problem. Another bit of bad news is some subjects and topics are deemed of less importance than the reading program. Lest it seem that the bad news out weigh the good, consider those materials that approach both reading and subject matter. The gaming exercise presented in this paper does both. It teaches vocabulary (through gaming - of course) and then presents this vocabulary for reinforcement in the game itself. Quite obviously this is not an entire reading program; it is a motivation to reading, particularly vocabulary development.

Prior to using any type of educational material the objectives of the developer should be understood. This understanding will help the classroom teacher make sure that any particular piece of material is appropriate for his/her class.

CRISIS attempts to do two things: present a vocabulary of terms commonly heard when people discuss the energy problem and provide an immediate use and reinforcement for those terms in a low-risk game situation.

DIRECTIONS

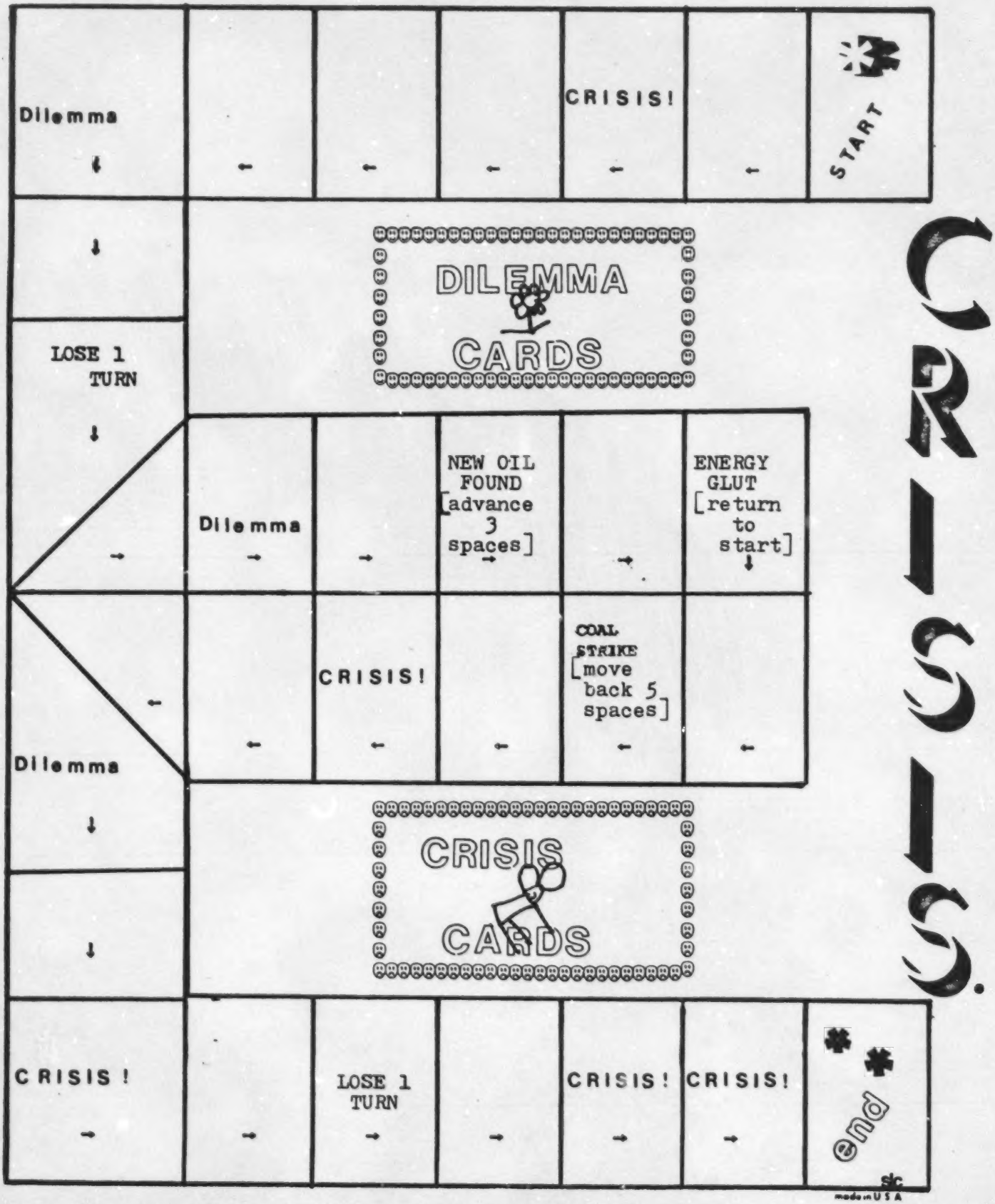
The directions for CRISIS are very easy. The only materials needed other than the game board and cards are a die and some type of marker for each player. It is expected that the students will have completed one or more of the vocabulary exercises prior to actually playing the game.

It takes 2-4 people to play CRISIS. The order of play is determined by a roll of the die. That person who rolls the highest number is first, the second highest is second, etc. Each player selects a button (playing piece).

The first player rolls the die and advances his/her button the number of spaces indicated by the number on the die. Play continues until one player has reached the END. If any player lands on a space with written instructions, the instructions found on that space must be followed. There are spaces which say CRISIS and DILEMMA. In the event a player lands on either of these spaces, a card is drawn from the appropriate pile and the instructions on the card are followed. After using the card it is returned to the bottom of the pile.

At no time during the game can two player's buttons occupy the same space. In the event that one player lands on a space already occupied by another player, the first player's button is returned to Start and play continues in the normal manner until some player reaches the END. The end of the game comes only after some one lands on end with the exact number of spaces on the die.

NOTE: The crisis and dilemma cards are to be cut from the card sheet and placed on the appropriate places on the game board. Cards can fit into either stack...all that is required is that an equal number of cards is placed in each space.



CRISIS was developed by Stephen L. Canipe

1977

CRISIS & DILEMMA CARD STATEMENTS

CUT APART AND DIVIDE EQUALLY

OIL EMBARGO LOSE 2 TURNS	BLACKOUTS OCCURRING LOSE 2 TURNS	BROWNOUTS OCCURRING LOSE 1 TURN	SEVERE WINTER AHEAD MOVE BACK 3 SPACES
POPULATION INCREASES ENERGY USAGE DOUBLES MOVE BACK 4 SPACES	SCHOOLS CLOSE TO SAVE ENERGY MOVE BACK 8 SPACES	SOLAR CELLS ARE PERFECTED TAKE AN EXTRA TURN	FUSION POWER IS PERFECTED MOVE AHEAD 3 SPACES AND TAKE AN EXTRA TURN
MANUFACTURING PLANTS CLOSING MOVE BACK 2 SPACES	THERMOSTATS ORDERED LOWERED TO 10°C LOSE 1 TURN	ALL PEOPLE ARE CONSERVING MOVE AHEAD 5 SPACES	ELECTRIC CARS ARE INTRODUCED IN USA TAKE AN EXTRA TURN
MAJOR OIL REFINERY CLOSES MOVE BACK 2 SPACES	CONSUMER UTILITIES DOUBLE IN $$$$$ LOSE 2 TURNS AND MOVE BACK 3 SPACES	MASS TRANSIT PERFECTED TAKE 2 EXTRA TURNS	RECYCLING CENTERS ARE REQUIRED IN ALL CITIES MOVE AHEAD 4 SPACES
ENERGY GLUT!!! RETURN TO START	ENERGY GLUT!!! GO TO CLOSEST CRISIS	COAL STRIP MINING BILL PASSES MOVE AHEAD 5 SPACES	GAS MILEAGE FOR CARS AVERAGES 29 mpg TAKE AN EXTRA TURN
COAL USAGE POLLUTES THE AIR LOSE 1 TURN AND MOVE BACK 6 SPACES	STRIKE CLOSES THE INSULATION INDUSTRY MOVE BACK 6 SPACES	CLINCH RIVER BREEDER REJECTED BY CONGRESS MOVE AHEAD 3 SPACES THEN MOVE BACK 3.	LAW PASSED NO FAMILY MAY HAVE A PRIVATE CAR MOVE BACK 4 SPACES
NUCLEAR WASTE STORAGE IN LIMBO RETURN TO START AND LOSE 1 TURN	HOME SUPPLY OF NATURAL GAS GONE LOSE 3 TURNS	SOLAR COLLECTORS PLACED IN SPACE TAKE 2 EXTRA TURNS	ALL HOMES HAVE WOOD HEATERS MOVE AHEAD 3 SPACES BUT LOST 1 TURN

VOCABULARY ACTIVITIES

1. Directions: Select from the answer column at the left the word which best matches the words or statements on the right. Place the number of the word in the proper square in the magic box. If your answers are correct - the number totals of each horizontal and each vertical line will be the same.

1. Clinch River breeder	A. Power by putting atoms together
2. Embargo	
3. Glut	B. Way of moving a lot of people
4. Blackout	C. Conditions where voltage is reduced
5. Brown out	D. a reactor producing more fuel than it uses
6. Solar cells	
7. Mass transit	E. a mine where the soil and rocks over the mineral are stripped off.
8. Strip mine	
9. fusion power	F. a turning point - could be better or worse
10. dilemma	
11. recycling	G. using materials over again
12. crisis	H. devices to capture energy from the sun
	I. condition where electrical current stops.

A	B	C
D	E	F
G	H	I

2. Directions: Place the correct letters in the blanks to the left. After you have completed the blanks take the numbered letters and place them in the appropriate spaces below.

1. ___ ___ ___ ___ (2)___ ___	Condition where free trade is restricted.
2. ___ ___ ___ ___	Condition where the consumption is humongous.
3. ___ (3)___ ___ ___ ___ ___	Condition where there are no clear answers; a state of confusion.
4. ___ ___ ___ ___ ___ ___ (2)___ ___ ___ ___	Site of a proposed breeder reactor.
5. (6)___ ___ ___ ___ ___ ___ ___ ___ (4)	Devices which will use power from the sun,
6. ___ (2)___ ___ ___ ___ ___ ___	Condition where elctrical voltage is reduced.
7. ___ ___ (1)___ ___ ___ ___ ___ ___	Using materials over again
8. ___ ___ ___ (5)___ ___	A type of power that occurs when two atoms fuse.
9. ___ ___(4)___ ___ ___ ___ ___ ___ ___	System for moving large numbers of people.

___	___	___	___	___	___
1	2	3	4	5	6

3. Directions: Find a dozen words in this puzzle dealing with energy. Words run in all directions.

R	E	V	I	R	H	C	N	I	L	C
E	M	T	U	O	K	C	A	L	B	A
R	G	U	O	F	C	I	R	S	I	S
R	S	L	E	U	S	O	L	A	R	C
Y	I	G	C	S	L	I	N	G	M	A
S	S	T	R	I	P	M	I	N	E	T
R	I	A	N	O	G	R	A	B	M	E
S	R	I	T	N	F	U	S	T	R	I
P	C	B	R	O	W	N	O	U	T	E
M	I	N	E	L	C	Y	C	E	R	I
M	A	S	S	T	R	A	N	S	I	T
N	G	D	I	L	E	M	M	A	D	I

Word list:

Blackout
Brownout
Clinch River
Crisis
Dilemma
Embargo
Fusion
Glut
Mass transit
Recycle
Solar
Strip mine

4. Directions: Complete the following analogies as per the sample. Words are chosen from the list below.

DNA: cell:: blueprint: house

This is read:DNA is to cell as blueprint is to house.

a. blackout: brownout::lost:

b. Clinch River: breeder:: church:

c. Crisis: turning point:: curve:

d. Embargo: trade:: arrest:

e. Fusion: splitting:: black:

f. Glut: sample:: deluge:

g. Mass transit: bus:: trip:

h. Recycle: industry:: hand-me-downs:

i. Solar: sun:: lunar:

j. Stripmine: coal:: study:

arc

drop

criminal

reduced

worship

white

car

children

diploma

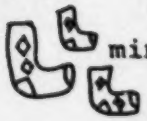
moon

5. DIRECTIONS: In the row of blank spaces shown below each picture-gram, write the names of the objects shown. Next cross out those letters indicated as minus. Do all the letters and pictures in succession. The letters that remain when you have finished spell a mystery word. Write that word in the space provided.

Example:

S U N C A N O E C A N E S O C K S I R O N

minus N plus minus ANOE plus minus AN plus

 minus OCK plus minus R

Succession
MYSTERY WORD

---

a. minus UN plus minus DL plus minus ANE

plus minus B

MYSTERY WORD

---

b. minus EL plus minus LI plus minus O

plus minus LD

MYSTERY WORD

---

c. minus OP plus minus OA plus minus LS

plus minus AN plus minus P

MYSTERY WORD

VOCABULARY ACTIVITIES

1. Directions: Select from the answer column at the left the word which best matches the words or statements on the right. Place the number of the word in the proper square in the magic box. If your answers are correct - the number totals of each horizontal and each vertical line will be the same.

1. Clinch River breeder	A. Power by putting atoms together
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4. Blackout	C. Conditions where voltage is reduced
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6. Solar cells	
7. Mass transit	E. a mine where the soil and rocks over the mineral are stripped off.
8. Strip mine	
9. fusion power	F. a turning point - could be better or worse
10. dilemma	
11. recycling	G. using materials over again
12. crisis	H. devices to capture energy from the sun
	I. condition where electrical current stops.

A 9	B 7	C 5
D 1	E 8	F 12
G 11	H 6	I 4

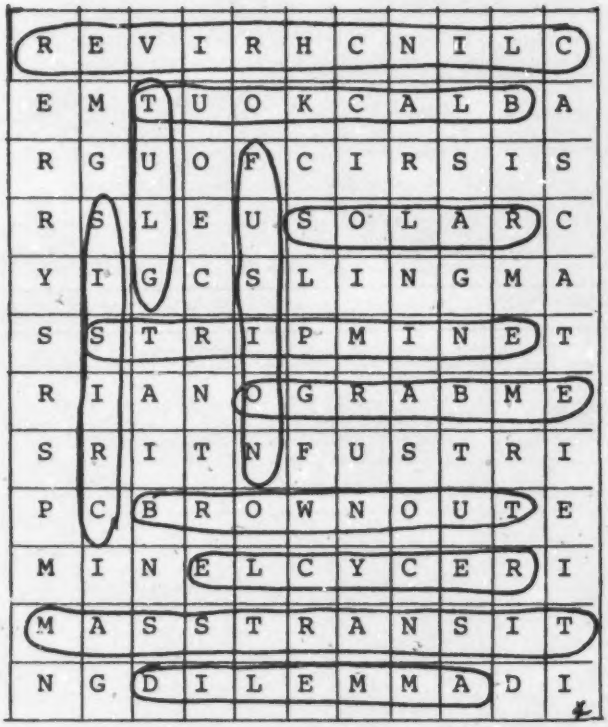
answers not used (2, 3, 10)

2. Directions: Place the correct letters in the blanks to the left. After you have completed the blanks take the numbered letters and place them in the appropriate spaces below.

1. E M B A (R²) G O	Condition where free trade is restricted.
2. G L U T	Condition where the consumption is humongous.
3. D (I³) L E M M A	Condition where there are no clear answers; a state of confusion.
4. C L I N C H (R²) I V E R	Site of a proposed breeder reactor.
5. (S⁶) O L A R C E L L (S⁴)	Devices which will use power from the sun,
6. B (R²) O W N O U T	Condition where elctrical voltage is reduced.
7. R E (C¹) Y C L I N G	Using materials over again
8. F U S (I⁵) O N	A type of power that occurs when two atoms fuse.
9. M A (S⁴) S T R A N S I T	System for moving large numbers of people.

C R I S I S
1 2 3 4 5 6

3. Directions: Find a dozen words in this puzzle dealing with energy. Words run in all directions.



R	E	V	I	R	H	C	N	I	L	C
E	M	T	U	O	K	C	A	L	B	A
R	G	U	O	F	C	I	R	S	I	S
R	S	L	E	U	S	O	L	A	R	C
Y	I	G	C	S	L	I	N	G	M	A
S	S	T	R	I	P	M	I	N	E	T
R	I	A	N	O	G	R	A	B	M	E
S	R	I	T	N	F	U	S	T	R	I
P	C	B	R	O	W	N	O	U	T	E
M	I	N	E	L	C	Y	C	E	R	I
M	A	S	S	T	R	A	N	S	I	T
N	G	D	I	L	E	M	M	A	D	I

Word list:

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Clinch River	Fusion	Solar
Crisis	Glut	Strip mine

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a. blackout: brownout::lost: reduced

b. Clinch River: breeder:: church: criminal

c. Crisis: turning point:: curve: arc

d. Embargo: trade:: arrest: criminal

e. Fusion: splitting:: black: white

f. Glut: sample:: deluge: drop

g. Mass transit: bus:: trip: car

h. Recycle: industry:: hand-me-downs: children

i. Solar: sun:: lunar: moon

j. Stripmine: coal:: study: diploma

arc

drop

criminal

reduced

worship

white

car

children

diploma

moon

5. DIRECTIONS: In the row of blank spaces shown below each picture-gram, write the names of the objects shown. Next cross out those letters indicated as minus. Do all the letters and pictures in succession. The letters that remain when you have finished spell a mystery word. Write that word in the space provided.

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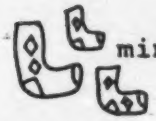
 minus OCK plus minus R

Succession
MYSTERY WORD

---

a. minus UN plus minus DL plus minus ANE

plus minus B

SOLAR CELLS
MYSTERY WORD

S U N D O K L A R C A N E B E L L S

---

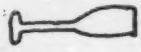
b. minus EL plus minus LI plus minus O

plus minus LD

EMBARGO
MYSTERY WORD

E M K K K M B O A R G O K O

---

c. - minus OP plus  minus OA plus minus LS

plus minus AN plus minus P

STRIP MINE
MYSTERY WORD

S I O P O A R K I P S M A N P I N E